

ONLY
FOR

GAME BOY ADVANCE

Disney's

little
einstein's



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You've got a MISSION!

Climb aboard and prepare for blast off with Disney's Little Einsteins. Join Leo, June, Quincy, Annie, and their musical ship Rocket, as they conduct, dance, sing, and play their way through seven all new song-spanning Missions. Featuring world famous works of art, exciting classical music, and all your favorite Little Einsteins friends, it's an action-packed musical adventure you'll never forget!

Welcome Aboard!



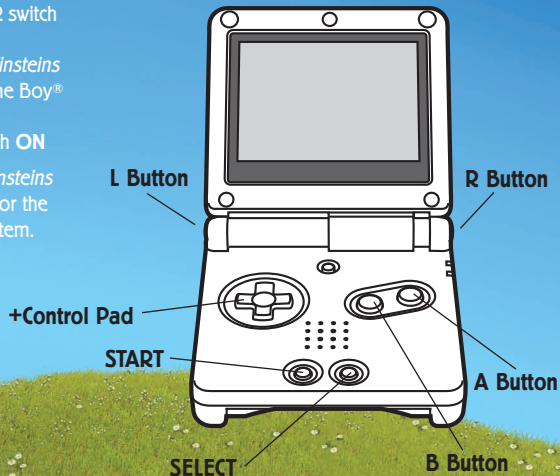
Getting Started

1. Make sure the POWER switch is **OFF**.
2. Insert *Disney's Little Einsteins* Game Pak in the Game Boy® Advance slot.
3. Turn the POWER switch **ON**

NOTE: *Disney's Little Einsteins* Game Pak is designed for the Game Boy Advance system.

Title Screen

Press **START** to proceed to the Main Menu.



Playing the Game

Controls

| Button | Action |
|--------------|-----------------------------|
| +Control Pad | Move Up/Down/Left/Right |
| A Button | Jump/Activate/Launch Rocket |
| START | Pause/Exit Mission |

Difficulty Setting

When starting a new game, press the **A Button** to choose from the following difficulty levels:

- **Easy** – Mission games are designed for first time players and younger children.
- **Hard** – Mission games feature added challenges for older children.



Options Menu

To change difficulty settings or view the game credits, press **START**, then use the **+Control Pad** and **A Button** to choose from the following:

- **Difficulty Setting** – Choose Easy or Hard.
- **Credits** – Look here to see the team who helped create this game.
- **Exit** – Return to previous screen.



Choosing a Mission



There are seven thrilling musical missions to choose from. Each one has three different fun-filled games that the Little Einsteins will need your help to complete. Use the **+Control Pad** and **A Button** to select a Mission Painting and prepare for blast off!

Press **START** to access the Start Menu.

Game Menu

- **Mission Art** – Use the **+Control Pad** and **A Button** to enter a mission painting and play through an entire adventure.
- **Game Icons** – Select an icon to play a single game.
- **Back** – Go back to choose a new mission



Pause Menu

When playing, you can pause the game by pressing **START**. Choose to continue where you left off or go back to the Mission Menu to choose a new mission.



Game End Options



When you finish a game, you can choose to play it again, or keep going to the next game in the mission. Use the **+Control Pad** and the **A Button** to choose!

Launch Sequence

Prepare for blast off! Before you begin each mission, you will need to help Rocket and the Little Einsteins blast off. Watch the prompt and press either the **A button** or the **+Control Pad** to launch Rocket into the sky.



PAT, PAT, PAT!

Missions

Mission #1: Call Of The Wild

When Rocket hears a song, the gang needs your help to discover what animal is singing! This Mission features "Exotic Landscape" by Henri Rousseau and "The William Tell Overture" by Gioacchino Rossini!



Game: Find the Singing Animal

Listen carefully to the notes and follow the music staff to find the animal that Rocket hears singing.



Game: Misty Mountain Hop

Use Rocket's booster to navigate the tall mountaintops and collect all the notes.

Game: Painting

Help the Little Einsteins paint Henri Rousseau's "Exotic Landscape."



Missions



Game: Birdhouse Bop

Oh no! The song birds are still asleep! Help Quincy drum on the birdhouse and wake up the choir.

Mission #2: Bird Choir Practice

The song birds are late for choir practice and the Little Einsteins need your help to find out why. This Mission features "There is the Marae" by Paul Gauguin and "Eine Kleine Nachtmusik" by Wolfgang Amadeus Mozart!



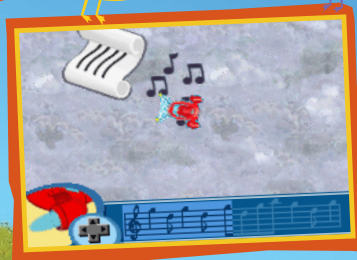
Game: Bird Collect

Use Rocket's Clapper Catcher to collect all the song birds and give them a ride to choir practice.



Game: Windy Notes

When the wind blows all the notes off of Leo's sheet music, use Rocket's net to gather them up again.



Go, Go, GO!

Missions

Mission #3: Instrument Island

Leo has found a new song to conduct. Can you help the Little Einsteins find the instruments they need to play it? This Mission features "The Siene at La Grande Jatte" by Georges Seurat and "Nutcracker Suite – March" by Pyotr Ilyich Tchaikovsky!



Game: Instrument Round-Up

Use Rocket's net to scoop up the instruments from the ocean and safely deliver them back to the island.



Game: Nab the Notes

The orchestra is ready but something is missing. Use Rocket's Clapper Catcher to collect all the notes and hear a song.



Missions

Game: Instrument Blast

It's time to conduct but Leo needs your help. Jump up and play the instruments!



Missions



Mission #4: Canyon Search

Hidden deep in a canyon is an instrument Quincy wants to play. Rocket and the gang are ready to help him find it but they'll need your help to get there. This Mission features the Cave Paintings of Lascaux and "In the Hall of the Mountain King" by Edvard Grieg.

Game: A Grand Canyon

The canyon is wide and its walls are high. Use Rocket's booster to safely get to the other side.



Game: Instrument Hunt

Quincy hears his instrument inside a cave. Listen to its notes and the follow the music staff to help him find it.



Game: Uncover the Painting

Uncover the Cave Paintings of Lascaux to help the Little Einsteins complete their Mission.

Great Job!

Missions

Mission #5: The Lost Bees

Mrs. Bee is very sad and the gang needs your help to cheer her up. This Mission features "Irises" by Vincent Van Gogh and "Flight of the Bumblebee" by Nikolai Rimsky-Korsakov!



Game: Mrs. Bee's Blues

Rocket has turned into a bee – but only you can guide him through the hive! Follow the music staff to find Mrs. Bee.

Dance, Dance, Dance!



Game: Flower Dance

When the Little Einsteins learn that Mrs. Bee can't find her family, they volunteer to search a flowerbed. But these flowers haven't bloomed! Help June to dance the flowers open.



Game: Bring Back the Bees

Use Rocket's Clapper Catcher to catch Mrs. Bee's family and return them to the hive.



Missions



Mission #6:

The Painting Puzzle

The Little Einsteins need a new painting for their tree house. Join them on their journey to find one in the forest of paintings. This Mission features “The Starry Night” by Vincent Van Gogh and “Nutcracker Suite – Dance of the Sugar Plum Fairies” by Pyotr Ilyich Tchaikovsky.

Game: Towering Trees

Some very tall trees are in Rocket's way. Use his booster to clear the treetops and reach the Painting Forest.



Game: Puzzle Pieces

Lightning has struck the gang's painting and scattered the pieces all over the forest. Use Rocket's net to collect all the pieces.



Game: New Painting

Help the Little Einsteins put the broken painting back together.



Missions

Mission #7: Quincy's Birthday

It's Quincy's Birthday and you're invited. Help Rocket and the gang throw him a party he'll never forget. This Mission features "Seascape at Port-en-Bessin" by Georges Seurat and "The Blue Danube" by Johann Sebastian Strauss.

Game: The Singing Sea

Quincy needs a birthday song and the Little Einsteins know just where to find one. Use Rocket's net to collect notes from the Singing Sea.

Game: Quincy's Birthday Present


Quincy's friends have hidden his birthday present in the forest. Can you help him find it?

Game: Balloon Island

All good parties need balloons. Fly to Balloon Island and use Rocket's Clapper Catcher to collect a whole bunch.

Missions

Parents Learning Guide



Little Einsteins takes preschoolers on learning adventures that present them with artistic, musical and environmental experiences.

Learning Overview

Throughout the game, your child will have the opportunity to learn about music, art and nature through application of the following learning concepts:

Learning Concepts

- Problem Solving
- Addressing Cognitive Challenges
- Linking Cause and Effect
- Opening to Adventure and Discovery
- Participating in Fun, Interactive, Experiential Learning
- Appreciating and Engaging in Teamwork
- Feeling Accomplishment through Mission Completion

Learning Environment



- Music
- Art
- Nature

Learning About Music

Throughout the game, your child will be exposed to several famous classical music pieces.

Each of the 7 missions features a classical music theme by a famous composer.

Incorporating music into the game missions helps foster music appreciation.



Learning About Music

Each of the 7 missions features its own classical music and composer.

| Mission | Music | Composer |
|---------|--|--------------------------|
| 1 | William Tell Overture | Gioacchino Rossini |
| 2 | Eine Kleine Nachtmusik – Allegro | Wolfgang Amadeus Mozart |
| 3 | Nutcracker Suite – March | Pyotr Ilyich Tchaikovsky |
| 4 | 'In the Hall of the Mountain King' (from Peer Gynt Suite) | Edvard Grieg |
| 5 | Flight of the Bumblebee | Nikolai Rimsky-Korsakov |
| 6 | Nutcracker Suite – Dance of the Sugar Plum Fairy | Pyotr Ilyich Tchaikovsky |
| 7 | The Blue Danube | Johann Sebastian Strauss |

Learning About Art

Your child will also be exposed to a range of classical artwork throughout the game.

Each of the 7 missions features its own classical artistic masterpiece.

As your child plays each mission, he/she will have the opportunity to increase their awareness of art.



Learning About Art

All 7 missions feature a classic painting by a renowned artist.

| Mission | Painting | Artist |
|---------|------------------------------|------------------|
| 1 | Exotic Landscape | Henri Rousseau |
| 2 | There is the Marae | Paul Gauguin |
| 3 | The Siene at La Grande Jatte | Georges Seurat |
| 4 | Cave Paintings of Lascaux | Unknown |
| 5 | Irises | Vincent Van Gogh |
| 6 | The Starry Night | Vincent Van Gogh |
| 7 | Seascape at Port-en-Bessin | Georges Seurat |

Learning About Nature

Each of the 7 missions and 21 games takes place in the natural world.

As a result, your child will experience the wonders of nature including exploring diverse landscapes and interacting with intriguing animals.



Problem Solving

Each mission begins with the Little Einsteins being tasked to solve a problem. With the help of your child as a participant in problem-solving, Little Einsteins teaches the skill of thinking through from problem to solution.

Cognitive Engagement

The game cognitively engages children with unique animation and sound effects. These interact to engage your child's critical thinking ability and your child's ability to recall specifics and follow a narrative.

Learning Concepts

Cause and Effect

Throughout the game, your child is frequently prompted to execute an action with a clear reaction, allowing them to see the benefits and rewards of their actions.

Adventure and Discovery

Your child will accompany the Little Einsteins as they blast off and complete missions. Along the way, they will discover new environments, animals, music and art.

Fun, Interactive, Experiential Learning

Your child actively engages in the learning adventure by doing and experiencing rather than simply watching or observing.



Learning Concepts

Teamwork

All of the Little Einsteins characters are incorporated into the game, encouraging your child to use teamwork to help solve problems and complete missions. Your child, in effect, becomes a member of the Little Einsteins team.

Mission Completion / Accomplishment

All the games reinforce accomplishment with animations and sound effects to reward your child.



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